

ELITE HOTH TROOPER



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ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



Echo Base's veteran troopers inspire their allies to stand their ground against the overwhelming Imperial forces.

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ELITE HOTH TROOPER



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ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



Echo Base's veteran troopers inspire their allies to stand their ground against the overwhelming Imperial forces.

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Hit Points

90

Defense

16

Attack

+9

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Heal 10 (Replaces attacks: touch; remove 10 damage from a living character)

Mobile Attack (Can move both before and after attacking)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Force Powers

Force I



"I thought they smelled bad on the outside!"

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HOTH TROOPER



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HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

10



Rebel troopers on Hoth fight desperately to hold back the invading Imperial forces.

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HOTH TROOPER



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HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

10



Rebel troopers on Hoth fight desperately to hold back the invading Imperial forces.

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HOTH TROOPER WITH ATGAR CANNON



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HOTH TROOPER WITH ATGAR CANNON

15

Hit Points

80

Defense

8

Attack

+3

Damage

30

Special Abilities

Fragile 40 (This character can't attack as long as his Hit Points total is less than 40)

Heavy Weapon (Can't attack and move in the same turn)

Machinery (Industrial Repair removes damage from this character)

Speed 2 (Can move only 4 squares without attacking)

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)



This antivehicle artillery piece helps defend Rebel troops from Imperial forces. It saw extensive use at the Battle of Hoth.

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**LUKE SKYWALKER
ON TAUNTAUN**



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**LUKE SKYWALKER
ON TAUNTAUN**

16

Hit Points

60

Defense

17

Attack

+8

Damage

10

Special Abilities

Unique

Lightsaber (+10 Damage to adjacent enemies)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Force Powers

Force 3

Use the Force (Force 3: This character's next attack roll counts as a natural 20)

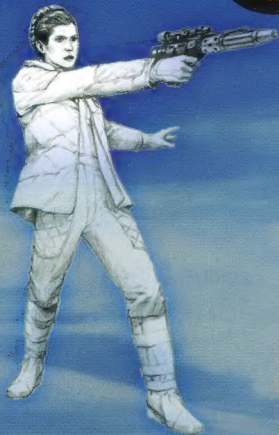


Luke patrols the frozen wastes of Hoth atop his swift and sure-footed tauntaun.

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**PRINCESS LEIA,
HOTH COMMANDER**



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**PRINCESS LEIA,
HOTH COMMANDER**

19

Hit Points

50

Defense

14

Attack

+7

Damage

20

Special Abilities

Unique

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Mobile Attack (Can move both before and after attacking)

Force Powers

Force 2

Commander Effect

Whenever a non-Unique ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.



Princess Leia leads the Rebel soldiers of Echo Base during the Battle of Hoth.

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REBEL LEADER



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REBEL LEADER

18

Hit Points

50

Defense

16

Attack

+10

Damage

10

Special Abilities

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Commander Effect

Followers within 6 squares who combine fire grant +6 Attack instead of +4.

Rebel allies gain **Spotter** +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target).



"Long live the Alliance! Down with the Empire!"

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Hit Points
60
Defense
16
Attack
+8
Damage
20
Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Harpoon Gun (Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 11)

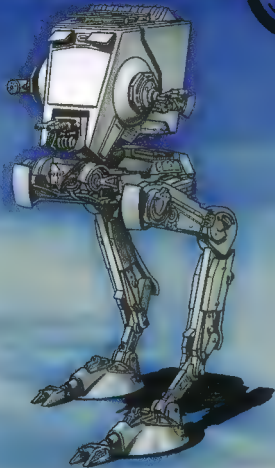
Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Speed 16 (Can move up to 16 squares and attack, or 32 squares without attacking)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)


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Hit Points

120

Defense

15

Attack

+10

Damage

40

Special Abilities

Unique

Charging Fire (Replaces turn: Can move up to 12 squares, then attack)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Flanking Attack (Until the end of the round, an enemy attacked by this character has -4 Defense against allies with Mounted Weapon)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rapport (Characters whose name contains AT-ST cost 10 less when in the same squad as this character)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



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**DARTH VADER,
IMPERIAL COMMANDER**



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**DARTH VADER,
IMPERIAL COMMANDER**

53

Hit Points

140

Defense

23

Attack

+15

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 5

Force Grip (Force I, replaces attacks: sight; 10 damage)

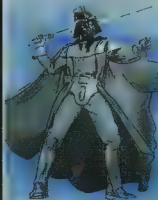
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)

Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)

Commander Effect

Trooper followers get +6 Defense.



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ELITE SNOWTROOPER



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WARS**



ELITE SNOWTROOPER

12

Hit Points

30

Defense

17

Attack

+6

Damage

20



Imperial snowtroopers stormed through the icy corridors of Echo Base like a heavily armored blizzard.

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GENERAL VEERS, HOLOGRAM



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GENERAL VEERS, HOLOGRAM

17

Hit Points



Defense



Attack



Damage



Special Abilities

Unique

Hologram (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. This character is defeated if it activates when no Trooper ally is within 2 squares.)

Commander Effect

At the end of this character's turn, choose 1 non-Unique trooper follower within 2 squares. Until the end of the round, that follower gains **Fire Support Mission** (Replaces turn: Choose 1 enemy within line of sight, ignoring cover. 60 damage to target enemy and every character within 2 squares; save 6. A successful save reduces the damage to 10.).

The brilliant General Veers rapidly deployed Blizzard Force against Echo Base and personally brought down the base's shield generator.



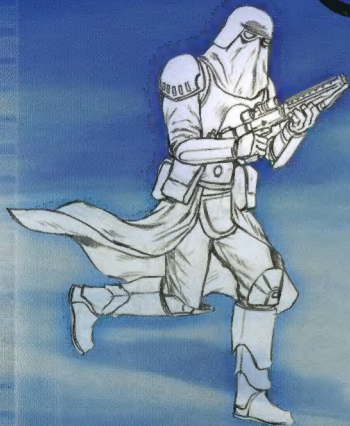
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SNOWTROOPER



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SNOWTROOPER

7

Hit Points

20

Defense

16

Attack

+4

Damage

10



Stormtroopers outfitted with special gear can operate in extreme environments.

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SNOWTROOPER



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SNOWTROOPER

7

Hit Points

20

Defense

16

Attack

+4

Damage

10



Stormtroopers outfitted with special gear can operate in extreme environments.

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SNOWTROOPER WITH E-WEB BLASTER



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SNOWTROOPER WITH E-WEB BLASTER

18

Hit Points

60

Defense

11

Attack

+4

Damage

30

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Heavy Weapon (Can't attack and move in the same turn)

Speed 2 (Can move only 4 squares without attacking)



This mounted repeating blaster requires a power generator but provides good fire support for Imperial infantry.

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